

MATH F113X: Kruskal's Algorithm

1. Definitions

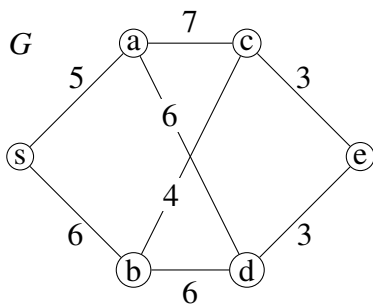
(a) **weighted graph**

(b) **tree**

(c) **spanning tree**

(d) **minimum cost spanning tree**

2. Example:



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3. Kruskal's Algorithm

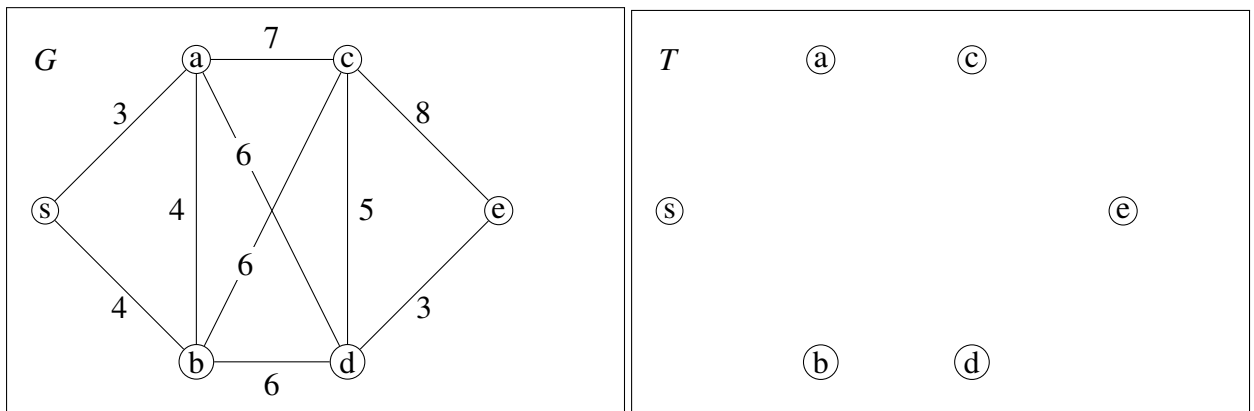
input: a graph, G , with costs (or weights) on the edges

output: a spanning tree, T , of minimum cost

Steps:

- (a) (Initialization Step:) T is a graph on the vertex set of G but with no edges.
- (b) (Iterative Step:)
 - i. Select the cheapest unused edge in the graph. (Ties are broken alphabetically.)
 - ii. If the edge does **not** create a cycle, add the edge to T . Otherwise, reject the edge.
 - iii. Mark the edge as used.
 - iv. If T is a spanning tree, STOP. Otherwise return to the beginning of the iterative step.

4. Use Kruskal's Algorithm to find the minimum cost spanning tree for the graph G below.



Used?	edges	weights

5. Think of an application of Kruskal's Algorithm.